Nathan Burgers

iOS & Back-End Systems Developer

Education

2012-Present Computer Science, University at Buffalo, 3.9/4.0.

Professional Experience

2011-Present iOS & Web Developer, Refulgent Software LLC., Amherst, New York.

Work with a team of developers creating a full-stack restaurant Point of Sale system. Design, develop, and maintain secure automated financial systems.

Detailed achievements:

- $\circ\,$ Actively worked with a team on a large-scale Objective-C code-base
- o Developed caching scheme for large images on devices with limited memory and processing capability
- Created internal Functional Objective-C libraries providing: infinite data structures, implicit memoization, and parser generation, etc.
- o Automated entire application activation infrastructure
 - Automated software licensing over encrypted, timestamped channels
 - Encrypted sensitive client information
 - Provided internal activation and analytics API
 - Developed API frontend

Open Source Work

2013-Present MLRTEMS, Research under Professor Lukasz Ziarek, University at Buffalo.

An extension of the MLton Standard-ML compiler for interfacing with the RTEMS real-time embedded systems executive, which aims to provide real-time guarantees to embedded functional programming.

Honors and Awards

2013 Creator of the Lark Language, Top 10, Most Technically Challenging, and Best iOS App at MHacks github.com/nateburgers/LarkDemo

2013 iOS Developer of Playper, Top 10 at HackMIT

github.com/nateburgers/Playper

2013 Back-End Audio Developer of Theramixer, Second place at HackPrinceton github.com/buffalohackers/Theramixer

2013 WebRTC Developer of WebDrop, First Place at Hack Upstate github.com/buffalohackers/WebDrop

Skills

Development Languages and DSLs, Back-End Server Systems, iOS

Languages Objective-C, Ruby, Javascript, Java, Clojure, Erlang, Standard-ML, Haskell LaTeX, HTML & XML, CSS, JSON

Databases PostgreSQL, SQLite, Neo4j, Redis